

WHAT IS CLAIMED IS:

1. A method for providing on-line games by connecting a plurality of on-line game servers, of which each server is providing an independent virtual world, the 5 method comprising the steps of:
 - (a) allowing an access from a user;
 - (b) receiving information on said user's user character from a server which stores information on the user characters of the user;
 - (c) repeating said (a) and said (b) for a plurality of users; and
 - 10 (d) providing on-line games between said plurality of users' user characters.
2. The method as recited in claim 1, said step (b) receiving information on said user's user character comprising the steps of:
 - receiving an input from said user for selecting a server which stores said user's user character among said plurality of servers; and
 - 15 receiving information on the user character from said selected server.
3. The method as recited in claim 1, said step (b) receiving information on said user's user character comprising the steps of:
 - 20 translating user information of said user who is allowed to access;
 - translating a server which stores characters of said user who is allowed to access, based on said extracted user information; and
 - receiving user information from said translated server.
- 25 4. The method as recited in any of claim 1 to 3, said step (d) providing on-line games comprising the step of receiving an input from said plurality of users for selecting one of a plurality of channels which are classified according to user characters' abilities.
- 30 5. The method as recited in claim 4, further comprising the step of imposing a certain penalty on user characters of a user if the user inputs a selection of a channel lower than his ability.
- 35 6. The method as recited in any of claims 1 to 3, said step (d) providing on-line games comprising the step of allowing said plurality of users to select one of a plurality of games.

7. The method as recited in claim 4, said step (d) providing on-line games further comprising the step of forming teams from the plurality of users.

5 8. The method as recited in claim 7, said step (d) providing on-line games further comprising the step of imposing a certain penalty on a team which has superior average fighting power of user characters, to balance fighting powers of the teams.

10 9. An apparatus for providing on-line games by connecting a plurality of servers for providing on-line game, each of the servers providing an independent virtual world, the apparatus comprising:
(a) means for allowing an access from a user;
(b) means for receiving information on said user's user character from a 15 server which stores information on the user character of the user who is allowed to access;
(c) means for repeating said means (a) and (b) for a plurality of users; and
(d) means for providing on-line games between said plurality of users' user characters.

20 10. The apparatus as recited in claim 9, said means (b) for receiving information on said user's user character comprising:
means for receiving an input from said user for selecting a server which stores said user's user character among said plurality of servers; and
25 means for receiving information on the user character from said selected server.

11. The apparatus as recited in claim 9 or 10, said means (d) for providing on-line games comprising means for receiving an input from said plurality of users for selecting one of a plurality of channels which are classified according to user characters' abilities.

30 12. A computer readable medium storing a computer executable program for executing a method for providing on-line games by connecting a plurality of servers for providing on-line game, each of the servers providing an independent virtual world, the method comprising the steps of:

- (a) allowing an access from a user;
- (b) receiving information on said user's user character from a server which stores information on the user character of the user who is allowed to access;
- (c) repeating said steps (a) and (b) for a plurality of users; and
- 5 (d) providing on-line games between said plurality of users' user characters.

13. The computer readable medium storing a computer executable program as recited in claim 12, said step (b) receiving information on said user's user character comprising the steps of:

10 receiving an input from said user for selecting a server which stores said user's user character among said plurality of servers; and

receiving information on the user character from said selected server.

14. The computer readable medium storing a computer executable program as recited in claim 12 or 13, said step (d) providing on-line games comprising the step of receiving an input from said plurality of users for selecting one of a plurality of channels which are classified according to user characters' abilities.

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